

SPACESHIP SCENARIO B

The independent cargo ship "*Wilma*" was on a typical job (ie- completely illegal) transporting large, well-sealed containers. The huge payment and the great value attached to the cargo by their client led the more curious of the crew to take a peek inside the containers (with an eye, perhaps, towards "lightening the load"). Soon after, the surviving crew decided that a few years in prison for smuggling was preferable to violent dismemberment, and they dialed "911". A handful has managed to fight its way to the hanger deck, and the cavalry (in the form of Federation Shock Marines) has just arrived. Looks like they might just make it after all...

GOOD GUYS: Marines = Pilot (w/ Pistol - the only one that can fly the ship!), Sarge (w/ Rifle), SmartGunner, 4 Rifles (w/ Grenades and Hand Flamers w/ 6 ammo each)
Mercenaries = Flamethrower (w/ 14 +d6 ammo), 5 Rifles (w/ 2 Grenades total)

BAD GUYS: Bugs Warriors (infinite supply), Bug Leaders (up to 2)

SET-UP: Mercs are in the elevator shaft (assume they all fit...). Marines are inside their ship in the hanger bay. All doors are closed.

TURN SEQUENCE: Marines / Mercs move one figure at a time and resolve one action by that figure - any action taken by a figure ends that figure's turn. When they are done with all figures the Bugs make their moves/actions. Last, the Bugs get reinforcements (which may attack but not move).

PLAYING THE BUGS Bugs will move toward/attack the nearest Marine regardless of tactics, closed doors, or deadly cover fire. Whenever choices present themselves (eg: movement direction or target to attack) roll a die to determine which it chooses.

MORALE CHECKS If at the beginning of the turn a Bug is 1 or 2 squares away from a Merc the Merc must roll 1d: on a result of 1 or 2 the Merc freaks out and fires at the Bug. This counts as that figure's move and action for the turn. If the Bug is killed other Mercs need not check morale.

BUG REINFORCEMENTS Roll 2d6 (round up) to determine how many Bugs spawn that turn. Roll 1d for each figure for its location – the numbered tiles represent ventilation openings in the ceiling. If more than one figure arrives on a spot consider them to be lined up in the shaft above.

PLAYING THE BUGS Bugs will move toward/attack the nearest Marine/Merc regardless of tactics, closed doors, or deadly cover fire. Whenever choices present themselves (eg: movement direction or target to attack) roll a die to determine which it chooses.

BUG LEADERS If 5 or 6 Bugs spawn one of them will be a Leader (up to two may be on the board). Leaders are smarter than normal Bugs: they know everything any Bug on the board sees/knows, and may direct the other Bug figures in tactics (such as surrounding, avoiding known cover fire, bypassing known sealed doors, or directing --or killing-- wounded Bugs out of the way). They're still Bugs, though, and must move to attack: treat them as intelligent berserkers.

If a Leader is in play reinforcement rolls may be modified to either "low or high" (only spaces 1,2,3 or 4,5,6 are used) or "odds or evens" (only spaces 1,3,5 or 2,4,6 are used).

POINTS: Each figure has points -2 for Mercs, 3 for Marines, 5 for Bugs (6 for Leaders)- to spend on movement and/or actions each turn. They regenerate each turn but the total is reduced by wounds.

COMMAND POINTS are extra movement points held by the Sarge (number = her points) which can be used for movement by other Marines – they must be allocated at the time of the move, and cannot be used for actions. Like points, they regenerate each turn (minus any wounds).

Command Points held by the Sarge cannot be given to / used by Mercs. The Mercs may pick one of the rifle figures as their leader: the figure receives two Command Points for use by the Mercs. To choose a leader, ALL Mercs must remain inactive for an entire turn --no movement or actions allowed. A replacement leader may be chosen at any time in the game.

MOVEMENT: Figures may move diagonally if there are open squares on both sides. Marines/Mercs may move through other Marine/Merc figures (except in doorways). Bugs may not move through other figures. Mercs move two squares for each Point used.

CONSOLE / EQUIPMENT pieces count as occupied squares that block diagonal moves. Short pieces may be climbed at no cost, tall ones for one extra point, and black-topped ones are impassable.

DOORS cost one point to open from an adjacent square (not diagonal). Marines/Mercs may close doors during their move from an adjacent square at no cost (this counts as movement so may not be done after an action). After all figures in a phase (either Marine/Merc or Bug) have moved, doors without figures adjacent to them are closed.

AIRLOCKS can have only one door open at a time. A Marine/Merc inside an airlock may operate either door. If the override button in the control room is pressed all hanger-bay airlock doors open and remain so until the button is pushed again, restoring them to normal operation.

ACTIONS: Attack, cover fire, or weld door.

LINE-OF-SIGHT is traced from nearest corner to nearest corner and is blocked by any occupied square. L-O-S along the edge of an occupied square is blocked if two such squares lie on both sides. Doorways block L-O-S for all figures outside the line of squares directly in front of a door. A figure in a doorway has L-O-S to squares in the adjacent room within a 45-degree arc, but blocks all other L-O-S through the doorway. Short console/equipment pieces count double for firing range and give cover for figures immediately behind (subtract 2 from damage roll); tall pieces block L-O-S. L-O-S up into a ventilation shaft may only be traced from an adjacent square (Exception: grenade-fire need not be from an adjacent square.).

AIM POINTS are points not spent on movement by a figure but instead used to improve an attack. One point reduces the hit number by 1, two points reduce it by 3, and three points reduce it by 6.

GRENADE concussion may knock figures down. All figures must roll less than or equal to their distance (doubled for Bugs and Marines) from the impact square on 1d6 (closed doors block the blast). Figures in front of a wall subtract two from the roll, those in corners subtract four. If they fail the roll they are knocked down - a figure pays 1pt to stand up. Grenade misses hit somewhere - Determine random direction from target square (d8), place impact at a distance equal to the difference between the hit number required and the roll made, and resolve any damage.

COVER FIRE is declared on a single target space at the cost of one point –more points may be used as aim points. There must be a clear L-O-S and there can be no Bugs in the space. Examples would be doorways, corners, ventilation shaft openings, and other spots where a previously unseen Bug would come into view. Mark target space with chip: red = 1 pt, white = 2 pts, blue = 3 pts– this indicates the maximum damage possible for flamethrowers as well as aim points available.

If during the next Bug phase a Bug moves into the space an attack may be made. Wounds inflicted reduce the target's points and affect its movement accordingly. If more Bugs come into a target space (after first figure is killed) any excess damage is applied to the next Bug.

WELDING DOORS may be done by a Marine from an adjacent square. Place one weld clip per 2 Points spent. A maximum of four welds may be placed on a door. Airlock doors may not be welded.

A Bug will attack a welded door (though it must know the door won't open, ie: it has an unspent point when it reaches the door) removing 1 weld per turn if a hit is scored (2 points for Leaders). Once all the welds are gone the door is removed from play.

VICTORY CONDITIONS: The Good Guys gain 3 points / Merc saved, and lose 1 point / Marine lost. 13+ points = major victory, 10-12 points = victory, 7-9 points = minor victory, <7 points = Bug victory.

SPACESHIP SCENARIOS - BOARD

There have been four different ships used over the years for these scenarios. The latest version (pictured below) is a cardstock / tagboard affair using wall and floor patterns from "First Light" :



The rooms are all separate pieces so that I can make different arrangements (This is the setup I use to run a "best game during the Con"-contest.) and the wall thickness is minimal to allow assembly of, say, two rooms on one side of a hall and three on the other: thus the rather feeble, wobbly look (made no better by a humid basement...).

Whatever setup is used for the game should have lots of routes / choices available for the player, and my personal feeling is that most (if not all) rooms should be small enough for a Bug to reach any point in the room in a single move: nothing like having the Bad Guys in your face to create the proper claustrophobic terror that is the hallmark of these sort of games.

Adding consoles and/or equipment clutter can turn a cakewalk into a real challenge.

Here's a sampling of what I use:

I went for simple, easy-to-game-with block-pieces --the artwork is also from First Light.

